(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization

Organization
International Bureau





(43) International Publication Date 7 April 2005 (07.04.2005)

PCT

(10) International Publication Number WO 2005/031627 A1

(51) International Patent Classification7:

G06F 19/00

(21) International Application Number:

PCT/IB2003/004140

(22) International Filing Date:

24 September 2003 (24.09.2003)

(25) Filing Language:

English

(26) Publication Language:

English

- (71) Applicant (for all designated States except US): NOKIA CORPORATION [FI/FI]; Keilalahdentie 4, FIN-02150 ESPOO (FI).
- (72) Inventor; and
- (75) Inventor/Applicant (for US only): HAVUKAINEN, Kai [FI/FI]; Teräskatu 8 A 5, FIN-33720 Tampere (FI).
- (74) Agent: KURIG, Thomas; Becker, Kurig, Straus, Bavariastrasse 7, 80336 München (DE).

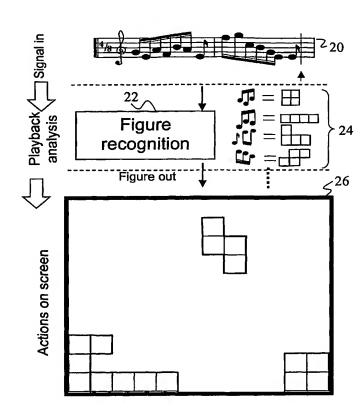
- (81) Designated States (national): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.
- (84) Designated States (regional): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Published:

with international search report

[Continued on next page]

(54) Title: METHOD AND DEVICE FOR CONTEXT DRIVEN CONTENT GAMING



(57) Abstract: The present invention relates to games on electronic game devices. More specifically the present invention relates to a method and a device for generating game control data for an electronic game dependent from context related data. The present invention is provided to execute a game in relation to present or selected external circumstances that can be perceived by a player. The method of the present invention is based on accessing context data such as e.g. a piece of music, and generating game control data on the basis of said accessed context data. The game control data can be used to control the execution of the game, which can be in turn perceived by the player as providing more realism in gaming.

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.